ADVENTURE

An Entry Level Module for Levels 1–3

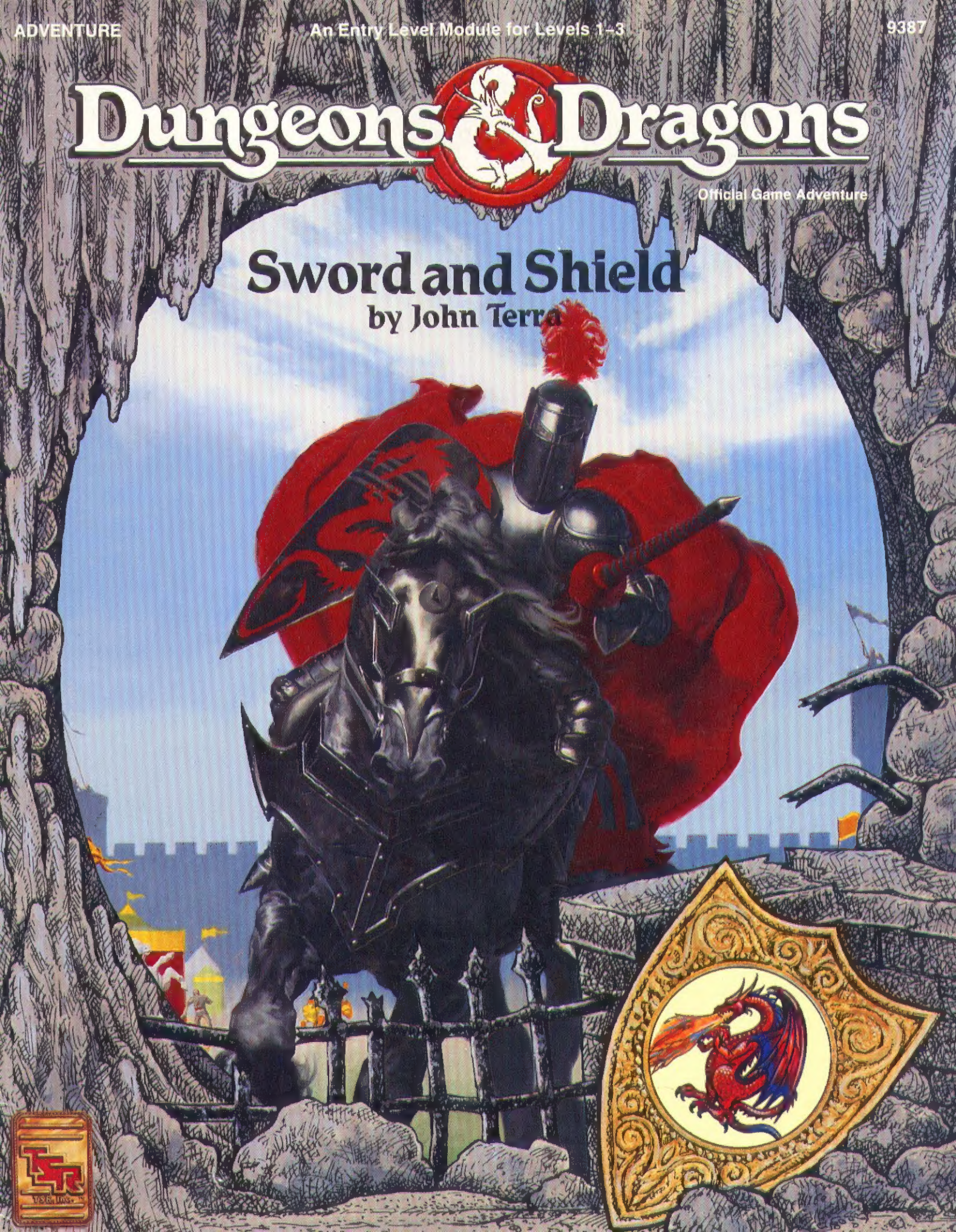
9387

Dungeons & Dragons®

Official Game Adventure

Sword and Shield

by John Terra



Room 3: Chaotic Knights' Room Page 7

This room appears very much like your own guest room, except that it has two beds, and appears a bit more luxurious, with tapestries on the wall, and a tray of delicious looking food on the table.

Room 1: Player's Guest Room Page 7

This modest room has a fireplace, bed and nightstand, table and chair, and closet. Various rags and cleaning solutions are stacked on the table, no doubt to make your armor presentable for the tournament. A lantern, pitcher of cold water, and a mug lie atop the nightstand. The room looks comfortable, but it appears to still carry the air of a place that has not been used in years, only to be recently spruced up.

Room 4: Neutral Knights' Room Page 8

This room looks much like your own, except that there are two beds. Several bouquets of flowers add some cheer to the place.

Room 8: Guard Station Page 9

As the door swings open, you catch a whiff of foul water. The floor of this room is covered in sludge. Four lizard- like humans reach for their weapons and attack!

Room 19: Empty Cells Page 13

This room has straw covering the stone floor. It is bare except for rings in the walls for chains, and a wooden cot.

Room 24: Tomb of the Black Knight Page 14

Though this chamber is clearly another crypt, there is a sense of power and regainess in the air. There lies only one sarcophagus here, made of jet black stone. The lid is carved into the perfect likeness of the original Black Knight. A tapestry behind the coffin shows the Black Knight on his horse, leading other armored warriors on horseback in a charge against an army of wizards.

Room 5: Lawful Knights' Room Page 9

This bedroom resembles your own room, except that there are two beds in here. The decor is sparse, much like yours.

Room 6: Store Room Page 9

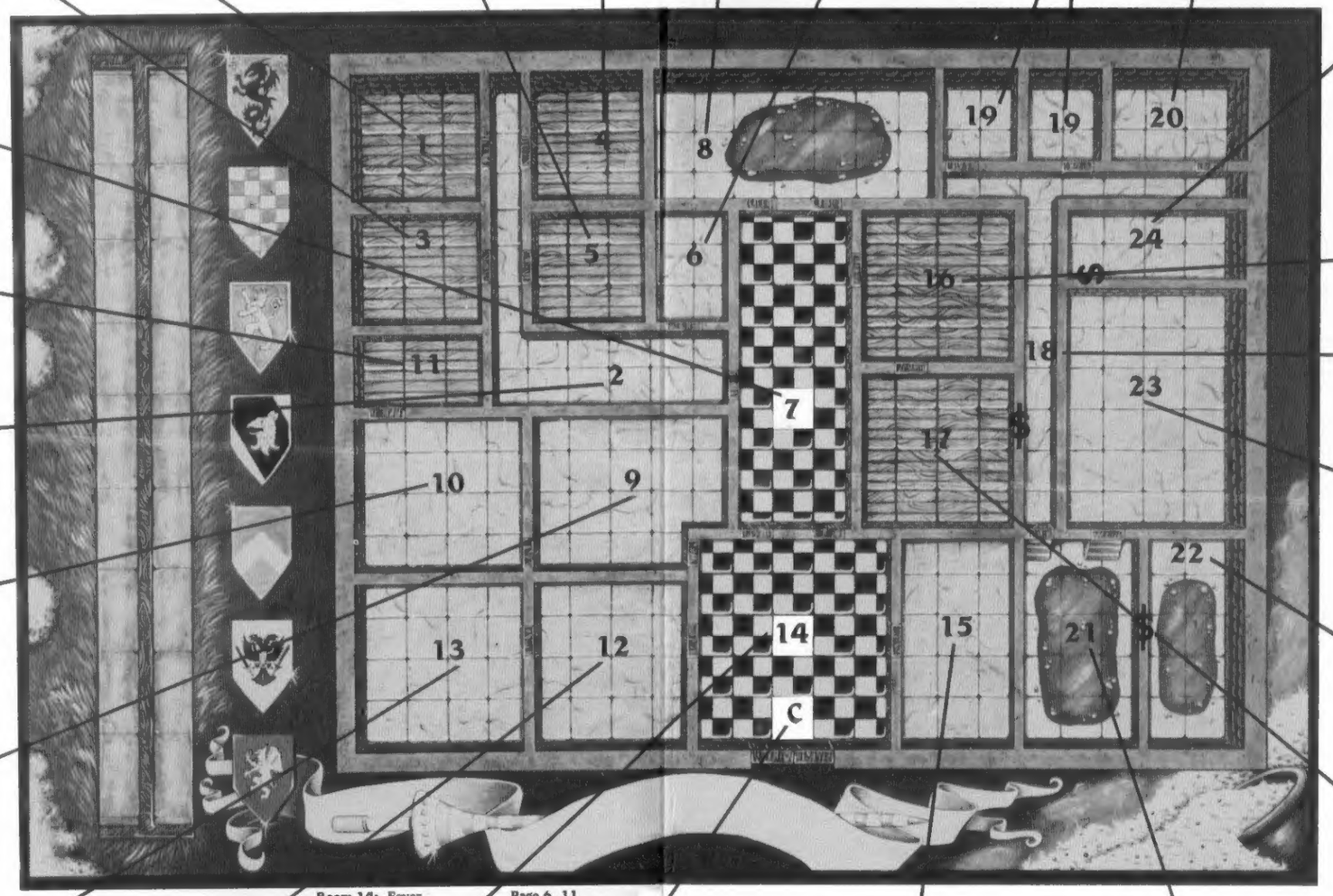
This tiny room contains two backpacks, two flasks of oil, a small hammer, 12 iron spikes, a lantern, two large sacks, a tinderbox, and a wooden pole.

Room 20: Gertie Page 13

Lying on the wooden cot is an old woman. She is from your village. Apparently, the Black Knight did not consider her much of a threat, since she has not been chained to the wall. Aside from looking a little tired and hungry, she does not seem to have been mistreated.

Room 7: Grand Hallway Page 9

This huge, torchlit hallway lies just past the main foyer. Both of the hall's ends have a pair of heavy wooden doors. The walls are carved with reliefs of mounted warriors attacking an army of wizards. The warriors seem to be winning.



Room 16: Evil Shrine Page 11

The door to this room is made of iron, and is locked. The room is dimly lit by a lantern with a red shade over it. The air smells of burnt incense. On the south wall is a tapestry showing a priest smiting a group of wizards. An altar stands against the eastern wall. Above it sits a statue made of black stone, and carved into the shape of a dragon- like beast. A man clad in clerical garb looks at you and hisses. "Fool! You should have heeded the warning! That was the last mistake you will ever make!"

Room 11: Butler's Room Page 10

This room smells better than the barracks, but not much better. The floor is well carpeted, and a nice soft bed catches your eye. A large wooden wardrobe stands against the western wall. A lit fireplace provides heat and light to the room.

Room 18: Secret Hall Page 12

This hall appears to have been made of stone far older than the western part of the castle. It is dark.

Room 2: Northwest Corridor Page 7

This corridor has a total of five doors, two on the west wall, two on the east wall, and one on the north wall. The area is well lit with torches.

Room 23: Crypt Page 14

Though you have left the wetness and muck of the last room behind you, the air is still chilly and damp. Two rows of stone coffins, many with lids carved into the images of the people buried within, stretch down the length of the chamber.

At the far end of the room stand five statues of armored men with swords. The room is quiet.

Room 10: Barracks Page 9

The odor of sweat assails you as you open the door. A series of cots are set up in this large room. A group of nasty-looking humanoids snarl at you and rise out of their cots. They brandish their weapons and make threatening gestures at you. In the far corner is a large chest.

Room 22: Lizard Man Shaman Page 14

This room smells just as foul as the previous room, and the same muck covers the floor. An altar of bones lies against the southeast corner.

Room 9: Recreation Room Page 9

This room contains a dart board, a dice-shooting area, a table with four chairs and a deck of cards, and a small area set apart with some practice mats and straw dummies.

Room 17: The Black Knight's Room Page 12

The first thing that impresses you about this room is its sheer luxury. The carpet is expensive and covers the entire floor. A silver chandelier hangs from the ceiling. Hanging on the east wall is a beautiful tapestry showing the elder Black Knight, clad in his black armor, posing with a young boy, who resembles the Black Knight. The bed in this room is a comfortable four-posted type, with expensive blankets and quilts as covers. A big wardrobe stands in the middle of the western wall. It appear to have a lock built into the doors. But by far, the most unusual sight in this room is the young, attractive woman sitting on the floor. She looks at you defiantly.

Room 13: Treasure Room Page 10

The contents of this room are breathtaking. Two jet black suits of armor stand upright in the far corners. Swords hang mounted on a beautiful rack. The entire southern wall is covered in weapons of all types. Five large wooden chests are stacked against the western wall. A sack lies propped against the southeast corner.

Room 12: Trap Room Page 10

This room resembles an armory display, with suits of armor, shields, and pairs of crossed swords lining the walls. Another door is visible across the room on the west wall.

Room 14: Foyer Page 6, 11

This beautiful chamber is the main entrance to the Black Knight's castle. The floor is made of mosaic tiles that show the Black Knight on a horse, charging with his lance pointed the viewer. A gorgeous chandelier filled with lit candles gives the foyer a bright, cheerful appearance. Besides the thick oak and iron double doors in the southern wall that lead outside to the keep grounds, there are two doors on each of the other three walls. Two guards, orcs by the looks of them, guard the door. They look at you in an arrogant sort of way, but they do not make any hostile moves against you.

START HERE

Room 15: Sitting Room Page 11

This room is truly one of the most comfortable, most pleasant rooms in the castle. The rug underfoot is thick and colorful. Several comfortable chairs are set up near a roaring fire. An overstuffed divan is flanked by a pair of tables, each with a golden candlestick and a burning candle. A small, low, table in front of the divan holds a silver tray with delicious morsels of food, and a silver carafe of wine with eight silver goblets.

Room 21: More Lizard Men! Page 13

This room smells like a swamp, the air is cold and clammy. The lighting is dim phosphorescence. The floor is covered knee deep in slippery green and brown slime, which also hangs from the walls. A series of four steps begins at the door, and descend into the room. By the phosphorescent glow, you can barely make out another series of four steps leading to the outline of a door in the northern wall, as well as muddy footprints going to the middle of the east wall.

Dungeons & Dragons®

Official Game Adventure

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by John J. Terra

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Introduction

Sword and Shield is designed for one or more characters of 1st to 3rd levels. The PC should be a fighter, though it is possible to run the adventure using a cleric, dwarf, or elf.

Note that you should read all boxed text aloud to the player. Read material for the DUNGEON MASTER™ (DM™) silently before you reveal any information from it to the player.

Adventure Overview

As the module begins, the PC receives an invitation to a tournament at the Black Knight's keep. The brave adventurer goes—but with the intention of finding and rescuing an old woman from town who's been captured by this mysterious warrior. The PC does not know that after setting off, another raiding party from the castle captured a young woman from town.

During the adventure, the PC jousts against six warriors. Between jousts, the PC explores the keep, hoping to find the captives.

The climax of the adventure is a fight between the Black Knight and the PC.

What's Needed to Play?

Sword and Shield is a self-contained adventure. All you need to play is the DUNGEONS & DRAGONS® game, one DM, one player, dice, paper and pencils, and the desire for some fun and action.

This adventure may be set in the *Thunder Rift* adventure module or anywhere you desire.

Monsters

Before play, assemble the monster figures in this module and appropriate monster figures from the DUNGEONS & DRAGONS® *Rule Book*.

Whenever a monster encounter occurs during play, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice) or Class (F = Fighter, C = Cleric, M = Magic-User); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience points rewarded for defeating the monster); Treasure (how much treasure the monster has).

THAC0 ("To Hit Armor Class 0") may be new to beginning players and DMs. To determine the roll a monster needs to hit the PC, subtract the PC's AC from the monster's THAC0. For example, if a monster's THAC0 is 20 and the PC is AC 4, the monster must roll 16 or better on 1d20 to hit the PC.

A complete list of monsters and NPCs is on page 15.

Wandering Monsters

When the PC is exploring the keep, you may use wandering monsters. Suggested wandering monster locations are noted in the text. Consider using wandering monsters if play is slow or if the PC is spending too much time in one area.

Use the following table for generating random wandering monster encounters.

Roll 1d10	Monster	No. Appearing
1-2	Orc	1d2
3-5	Lizard men	1d3
6-7	Hobgoblin	1d3
8	Ogre	1
9	Wolf	1
10	Enemy cleric*	1

*The enemy cleric is Perin (see "DM's Background" and Room 16). He attacks if he sees the PC picking locks, forcing doors, or the like.

Ogre: AC5; HD 4+1; hp19; MV 90′ (30′); #AT 1; THAC0 15; Dmg 1d6+2; Save as: F 4; ML 10; AL C; XP 125.

Wolf: AC7; HD 2+2; hp10; MV 180′ (60′); #AT 1; THAC0 17; Dmg 1d6; Save as: F 1; ML 6; AL N; XP 25.

Unusual Die Rolling

In some cases, the adventure calls for a d2 or a d3. For a d2, flip a coin—heads is 1, tails is 2. For a d3, roll a d6, divide by 2, and round up.

DM Reference Map

In addition to the large poster map, on which the player can position his figure, a detailed map of the Black Knight's keep is shown on the inside cover of this booklet. This map, for the DM's use only, shows positions of monsters and other important features.

The Black Knight's keep is the last fighters' stronghold in the Wizard-Warrior conflict discussed in the *Thunder Rift* adventure. The Black Knight is rumored to have descended from assassin-fighters, and to have elevated the art of killing to a science. There are many more rumors of the Black Knight, all very intimidating.

The one story that nobody knows is the truth—the Black Knight has died, and his nineteen-year-old son, Agryl has assumed his title. The Black Knight did not want his son merely to inherit power and wealth; he wanted Agryl to earn these himself. If Agryl could not earn them, then he did not deserve them. In his declining years, the Black Knight spent his fortune and remained at home, allowing tales of his exploits to fade.

Agryl wishes to rebuild the reputation and influence his father enjoyed so many years ago, but his ambitions outweigh his intelligence, and he is not sure how to do so.

On the advice of his cleric, Perin, Agryl has hired monsters, most of which live in the keep, to help him raid the area. The appearance of a powerful Black Knight after so many years of quiet has given birth to wild tales of the Knight's powers and stamina—tales Agryl has done nothing to refute.

Agryl has also ordered the capture of elderly people, hoping they know stories of how his father gained his power. The current prisoner has told the young Black Knight that his father used to hold tournaments to recruit followers, and Agryl has decided to hold such a tournament. Agryl has invited seven warriors (including the PC), and has already allied himself with two.

The adventure can be adapted for more PCs by increasing the number of monsters in encounters.

Keeping the PC Alive

This adventure can be extremely difficult for a single PC. As mentioned in the boxed text below, the village elders give the PC a magical ring that they say will keep him safe, although they don't know exactly what it does.

It's actually a *ring of regeneration* that regenerates 1 hit point per turn, whatever the PC is doing. The ring will not work if the PC's hit points drop to 0 or fewer, and the ring cannot regenerate fire damage. Make sure to keep careful track of how many hit points the PC has lost and regained at all times during the adventure.

Keep the PC (or player) in the dark as to what the ring does until it begins to work. During the turn after the first combat in which the PC is injured, say that the ring begins to glow, and his wounds are suddenly lessened.

Exploring the Castle

The PC may wander the castle halls and visit any unlocked rooms. As long as the PC obeys these rules, the adventure and tournament proceed smoothly, and the PC is called to joust after exploring two or three rooms.

If the PC dawdles in any room, particularly in any locked room, after having dispatched any monsters and made a search, Revit the butler will find the PC. The PC will have to explain himself, though any excuse will appear to satisfy Revit.

The castle guards will go on the alert and search for the PC if: the PC kills Revit and doesn't hide the body, the PC is spotted in a locked room or with treasure from the castle, the PC leaves a door open, or the PC picks a fight with the castle guards.

The guards will try to capture the PC, demanding surrender every round until the PC submits or dies. During the battle, one guard will try to get away to warn the Black Knight, who arrives in 1d6 rounds.

The Black Knight is a man of honor, and will not imprison or kill the PC for breaking his rules, but will demand that the PC joust with him immediately. If the PC loses, the Black Knight takes his possessions, throws him into a cell (Room 21), and dispatches any knights the PC may have recruited. (The PC's possessions are stored in Room 24.) If the PC had rescued Gertie or Adrianna, they are imprisoned as well. Refer to "Concluding Play" (on page 16) for hints on springing the PC if he's imprisoned.

The Black Knight tries to kill the PC immediately if he's attacked without provocation.

If the PC kills the Black Knight, the Lawful and Neutral knights depart. The monsters and Chaotic knights take over the castle. For the PC, the adventure becomes an attempt to leave the castle in one piece.

Gaining a Level During the Adventure

Since it is important that the PC be as strong as possible when facing the Black Knight, he can advance a level during this adventure if he practices in the Recreation Room (Room 10)—after earning enough experience points to advance, of course. (When practicing, the PC forfeits castle exploration until after the next jousting match.)

Have Revit or one of the knights tell the PC that practicing his swordsmanship with the mats and straw dummies in the Recreation Room—even several times during

the adventure—will leave him feeling stronger and refreshed. Be sure to emphasize that the practice won't wear him out, and hint that it may have mysteriously beneficial effects. Be sure to tell the player when the PC has gained his level.

The Tournament

A good rule of thumb is to summon the PC to joust after he has explored two or three rooms. Revit looks for the PC first in his room, then in the hall, finally in the other rooms, and escorts the PC to the jousting field.

Six knights (Stimdun, Renk, Rianna, Taris, Brion, and Erik) have answered the Black Knight's invitation. (The knights' statistics are given at their room descriptions.) The PC is summoned to joust seven times—once against each knight, and a final joust against the Black Knight.

The Black Knight sits in an ornate chair under a pavilion in the castle yard while watching the tournament. He briefly welcomes the knights at the beginning of the tournament, mentioning a feast to be held that night for all contestants. The Black Knight watches the entire tournament, so the PC will not encounter him in the keep—unless, of course, the PC causes a commotion and the guards fetch their master.

Running the Tournament

During a joust, two mounted knights in armor with shield and lance (treat as a pole arm) gallop toward each other. If the PC does not have a horse, armor, shield, or lance, the Black Knight will lend it to him for the jousting only. (These items may not be brought into the castle.)

The PC jousts against one opponent at a time. After a winner has been decided, the PC may resume his castle "tour."

Jousting

To begin a joust, place the PC's mounted figure on the Start square on one end of the track. Place the mounted opponent's figure on the opposite Start square.

Initiative determines who moves first each round. Determine initiative normally at the beginning of the joust.

To determine the **PC's movement,** the player rolls 1d4 and moves the mounted PC figure that number of squares. If the next roll is higher than the previous one, increase the PC's move by one, otherwise repeat the previous move. For example, the first roll is 2, so the PC's figure moves two squares. The second roll is 4, so the PC's figure moves three squares (2 + 1).

The **challenger's movement** is one space on the first round, two spaces on the second round, and three spaces on the third round.

Whoever reaches the other knight first receives a **bonus to hit** equal to his current move.

When the pieces are adjacent, both opponents make a **hit roll,** and the character(s) who is hit must make a Strength Check. If the character fails his Strength Check, he falls off his horse; if the character makes his Strength Check, the attacker's lance breaks. Neither combatant takes any damage during a joust.

If both opponents fall or both remain on their horses, they return to their starting positions and joust again. If both fall or remain on their horses three times in a row, the Black Knight declares that joust a tie.

Scoring Jousts

For each jousting win or tie, the PC earns the experience points listed in his opponent's statistics plus 100 experience points.

As an option, if the PC loses a joust, he still competes in other jousts, but only gains experience points for victories scored *after* the loss. Or, if the PC loses three jousts, the DM may decide that he is eliminated from further jousts, then summon him to fight the Black Knight after six turns have elapsed.

Fighting the Black Knight

When the PC has jousted with every NPC knight, he jousts with the Black Knight (assuming the PC has not been captured). The jousting rules apply when the PC fights the Black Knight, except that the Black Knight always moves first. For every jousting opponent the PC defeated (ties do not count), the PC may choose from the following advantages. The points must be distributed before the joust begins.

+ 1 to the move (only once)
+ 1 to the attack roll
+ 1 to Dexterity or Strength (maximum of 18)

For example, Bergal the Brave (Dexterity 14) won four jousts, so he gets four points. When jousting with the Black Knight, Bergal allocates 2 points to his Move, 1 to his attack roll, and 1 to his Dexterity (bringing it to 15).

If either the PC or the Black Knight is unhorsed, he takes damage from the lance, and the Black Knight demands a sword fight—jousting bonuses do not apply to

the sword fight.

If Agryl wins the sword fight, the PC is free to go—if he survived. (Any NPCs the PC had rescued are again imprisoned.) Perhaps the PC will confront Agryl again some day....

Killing the Black Knight in the duel immediately ends the tournament. The Lawful and Neutral knights leave, and the Chaotic knights and the monsters seize the keep. The adventure becomes an attempt to get out in one piece.

Agryl, the Black Knight: St 16, In 10, W 9, Dx 17, Co 15, Ch 13; AC 0; F4; hp 28; MV 60' (20'); #AT 1; THAC0 17; Dmg see below; Save as Fighter: 4; ML 12; AL C; XP 200; Treasure (see below).

Agryl wears jet black plate mail armor, a sword (1d8), a dagger (1d4), and a *ring of fire resistance.* When jousting he carries a shield and lance (treat as a pole arm, 1d10).

Agryl always wears a helmet that covers his face, so it's difficult to tell that he's not the original Black Knight. Despite his Chaotic nature, the young Black Knight has a code of honor, especially pertaining to the tournament, and is a man of his word.

For More Than One Player

If several players want to go through this adventure together, you might want to add more monsters. *For every two warrior-types (fighters, clerics, elves, or dwarves):* Add one additional knight of each alignment; also add one more orc, hobgoblin, lizard man, zombie, or skeleton to each castle encounter. The special NPCs (except Revit, Adrianna, and Gertie) will have one bodyguard per two warriors. The shaman will have lizard men, the cleric will have orcs, and the Black Knight will have orcs (except when jousting in the tournament). There is only one cockatrice. There is only one golem, but you can give it one more attack per *three* party warriors. Magic-users, thieves, and halflings count as half a warrior when checking to see if there are more NPCs or monsters. The number of monsters in each encounter should be figured out and written down before starting to play the game (Rooms 3, 4, 5, 8, 10, 12, 14, 15, 16, 21, 22, and 23).

Special Notes: In the tournament, allow all the PCs to ride against matching NPC opponents at the same time, rolling their own dice. If there are many PCs, reduce the jousts to a reasonable number (maybe three combats each) before the highest scoring warriors go up against the Black Knight, one at a time.

If some PCs petrified by the cockatrice are taken back to the village, a wandering lawful wizard who has heard of their bravery (maybe a friend of Gertie's) will stop and restore them before continuing on his way.

Add 100% to the value of the treasure for every *three characters* in the group.

For Magic-Users, Thieves, and Halflings

A player who wants to use a magic-user, thief, or halfling can go on the adventure as the companion of **Sir Tristram.** This young knight has come to the PC because he values that character's advice, or has heard that he or she is a clever adventurer. He has the *ring of regeneration* already, but will offer it to the PC "for luck." While in the castle, he will not think of exploring, but will go along with the PC if asked. Alternately, the PC can explore while Sir Tristram participates in the joust. (You can also let the player temporarily take over Sir Tristram for the jousting.)

Note that magic-users, thieves, and halflings do not themselves take part in the jousting. Using their special abilities to interfere in the tournament is foul play. Magic-users, thieves, and halflings cannot train during the adventure.

Sir Tristram should get half of any recovered treasure.

Sir Tristram Lawful Fighter:

Strength:	14
Dexterity:	13
Intelligence:	8
Constitution:	12
Wisdom:	9
Charisma:	10

AC: 3 (Chainmail, shield)

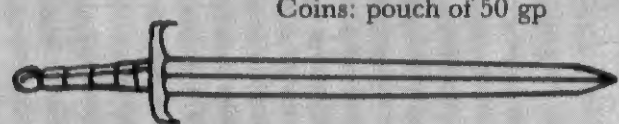
THAC0: 18 (adjusted for Strength)

Dmg: 1d8 + 1 (sword, Strength)

Hit Points: 15

Save as Fighter: 3

Coins: pouch of 50 gp



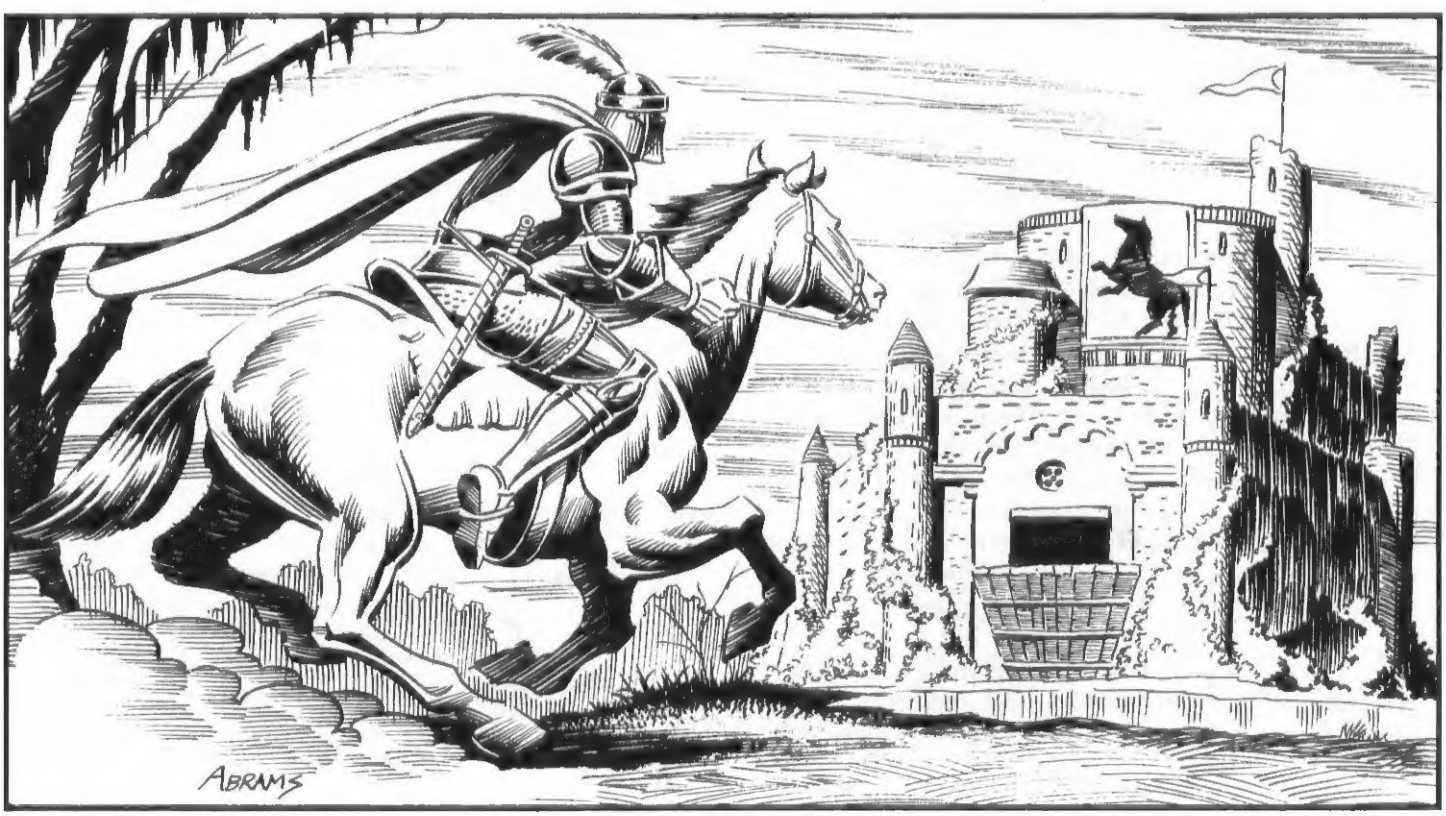
Begin the adventure with the PC's figure on the space marked "C" in front of the door to the keep. Read the following description aloud.

> After a week of travel, you reach Avenal, the keep of the dreaded Black Knight. A formidable warrior, he has lived reclusively in his castle for decades. In your hand is an invitation to a tournament at his keep.
>
> Ordinarily, you would discard an invitation from so unlikely a place, but something else draws you here. Your village has recently suffered raids from various monsters such as lizard men and orcs. During the last raid, one of the oldest women in your village, a woman named Gertie, was kidnapped. Scouts followed her trail the to this keep, then returned, afraid once they realized where the old woman had been taken.
>
> When the village elders heard of your invitation, they realized that this was the perfect opportunity to rescue Gertie. They sent you off for Avenal equipped with the best the poor village could muster—including one very valuable magic ring, which the village elders assure you will keep you safe during your rescue mission.
>
> The keep now stands before you. An imposing building, it looks very old, with crumbled stonework and moss growing thick on the walls. The surrounding area is swampy and overgrown.
>
> It seems as though efforts have been made to spruce up the castle. New, colorful banners hang from the battlements, and the path shows signs of having recently been cleared.
>
> The drawbridge also shows signs of recent repair. With a loud groan, it lowers as you approach—before you can call out your arrival.

Wait until the PC enters the keep before continuing with the description.

> As you clear the drawbridge, it raises behind you with an echoing boom. A shabby man ambles up to you. He looks as if he would be more comfortable robbing travelers than welcoming guests to a knight's stronghold.
>
> "Greetings, and welcome to Castle Avenal. May I see your invitation, honored guest?"

Revit the Butler: AC 6; HD 1; hp 6; MV 120′ (40′); #AT 1; THAC0 20; Dmg 1d4 (dagger); Save as Normal Man; ML 8; AL C; XP 5; Treasure (see below).



Revit wears leather armor and has a *ring of protection +1*. He carries a key to the strongbox in his room, and keys to all rooms, including the Black Knight's bedroom and wardrobe. Revit also has a purse with 10 cp.

If the PC kills or imprisons Revit, the Black Knight will discover it, and find and confront the culprit PC in 1d10 + 1 turns.

When the PC presents the invitation, have Revit continue.

> "Eh...very good, very good! The tournament will be starting soon. My name is Revit, and I'm the Black Knight's messenger and butler. I will escort you to your room and will fetch you when it's your turn to joust. Until then, you may tour the castle, but be careful where you step! Some areas are rather...dangerous. And keep away from any locked doors! They are locked to keep people out, and going where you're not wanted isn't the sign of a good guest, now is it?
>
> "If you need any jousting equipment, my master will lend it to you for the tournament."

If the PC has a horse, Revit will stable it (the stable does not appear on the map). Revit escorts the PC across the keep's yard and into the castle. Continue reading the description.

> The yard has been turned into a two-lane jousting field divided by a wooden fence. Colorful banners run the length of the fence.
>
> The castle proper lies beyond the jousting area. It is against the far wall of the keep, opposite the drawbridge entrance.

Note that unless otherwise stated, the rooms are lit by torches, which the PC may remove.

If necessary, remind the player that guests are expected to behave peacefully unless attacked.

Read the following passage aloud.

> Revit smiles crookedly and leads you through the castle's foyer. He opens the northwest door, leading you into a torchlit corridor. The corridor turns to the right, and Revit leads you through the far left door.

Place the PC's figure on the "Start Here" square in Room 1, then read aloud the following passage. Remember to wait for the player's actions after reading any room description.

Room 1: Player's Guest Room.

> This modest room has a fireplace, bed and nightstand, table and chair, and wardrobe. Cloths and bottles stand on the table—doubtless to polish your armor. A lantern, pitcher of water, and mug rest atop the nightstand. The room looks comfortable, but feels like it has not been used in years, and has only recently been spruced up.
>
> Revit gives you the key he used to open the door.
>
> "Please make yourself comfortable. This key opens this door...and no others. Along this corridor are rooms of the other guests. Remember, you may tour the castle, but do not enter rooms that are locked. The master keeps pets and guests who at times are very irritable and...hungry." With a final nod, Revit leaves you.

There is nothing unusual about this guest room, although it has only the barest essentials. Ideally, this will be the PC's rest area between jousting matches and castle exploration.

The three bottles of armor cleaning fluid are flammable; treat each as one flask of oil.

When the PC takes the key from Revit, he realizes that Revit has mistakenly given him a skeleton key. It opens all doors in the northwest corridor. For all other doors, it acts like a 3rd level thief with an Open Locks score of 25%. The PC can attempt to open a lock a total of three times, each attempt taking one round.

Room 2: Northwest Corridor

> This corridor has five doors: two on the west wall, two on the east wall, and one on the north wall. The area is well-lit with torches.

This is a good place to roll for wandering monsters.

Room 3: Chaotic Knights' Room

Before the PC enters this room, roll 1d10 and consult the following chart.

Roll 1d10	Result
1-3	Stimdun is here.
4-6	Renk is here.
7-8	Stimdun and Renk are both here.
9-10	No one is here; the door is locked.

This room is similar to yours, except that it has two beds, and appears more luxurious. There are tapestries on the walls and a tray of food on the table.

These two knights are Agryl's allies. These ruthless bullies believe that being a knight gives them the right to attack and take whatever they want. The Chaotic knights are fiercely competitive and are ill-mannered towards the PC.

Stimdun and **Renk:** AC 2; F1; hp 8 each; MV 60′ (20′); #AT 1; THAC0 19; Dmg 1d8 (sword), 1d4 (dagger); Save as Fighter: 1; ML 12; AL C; XP 15; Treasure (see below).

Each knight has a purse with 50 gp. Each wears plate mail and has a shield, sword, and dagger. In the closet, a *potion of healing* and a letter (see illustration) are tucked in a cloak.

Room 4: Neutral Knights' Room

Before the PC enters this room, roll 1d10 and consult the following chart.

Roll 1d10	Result
1-3	Rianna is here.
4-6	Taris is here.
7-8	Rianna and Taris are both here.
9-10	No one is here; the door is locked.

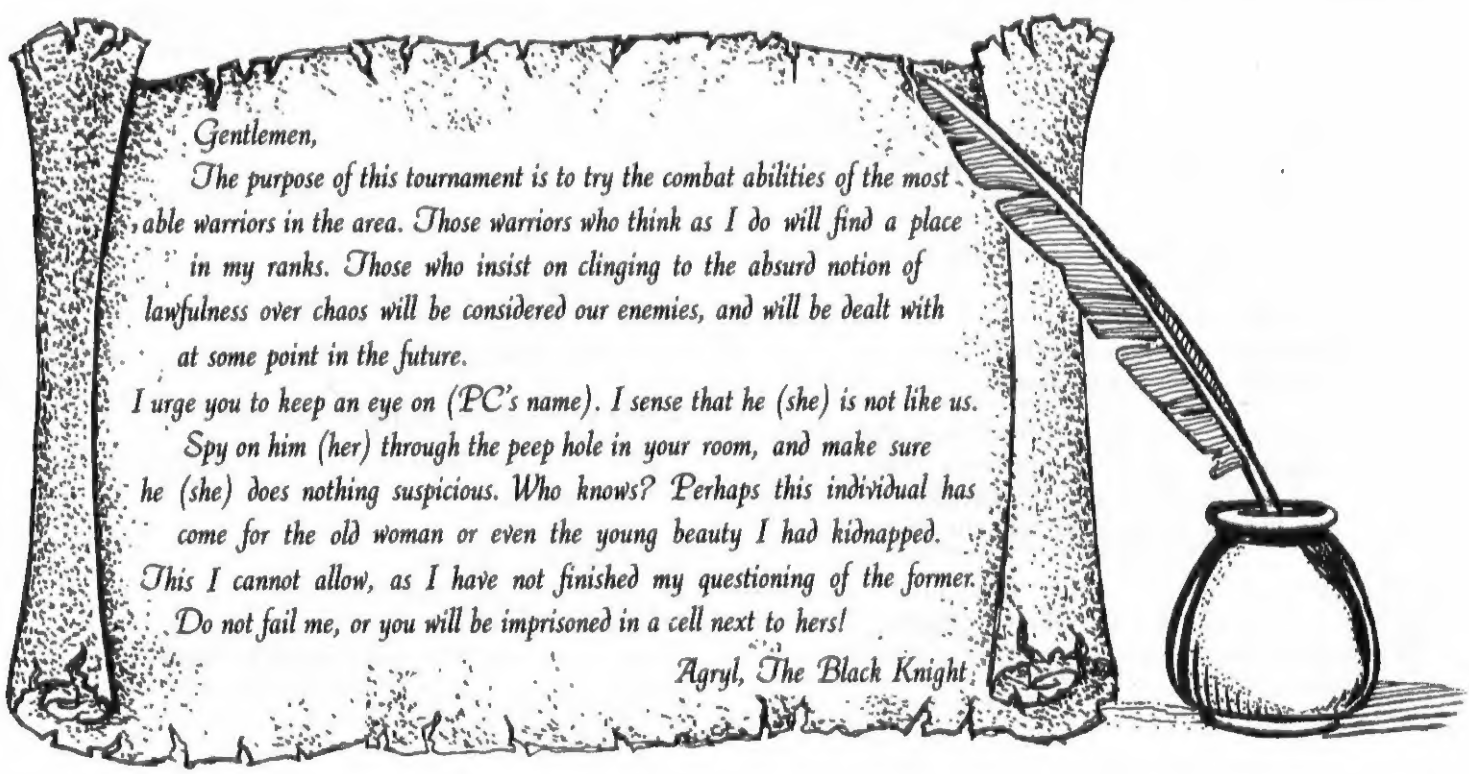
This room looks much like your own, except that there are two beds. Several bouquets of flowers add some cheer to the place.

This is the room of two lady knights, Rianna and Taris. They are here for the tournament, and care little about the Black Knight's agenda. They may join the Black Knight, help the PC, or remain uncommitted.

Rianna and **Taris:** AC 2; F1; hp 6 each; MV 60′ (20′); #AT 1; THAC0 19; Dmg 1d8 (sword), 1d4 (dagger); Save as Fighter: 1; ML 12; AL N; XP 15; Treasure (see below).

Each has a purse with 75 gp and 14 sp. Rianna has a scroll of *protection from undead.* Taris has a *ring of fire resistance.* In the closet are their invitations to the tournament.

Either or both may join the PC if promised a share of all treasure. The DM may use the Monster Reaction Ta-



ble on page 17 of the DUNGEONS & DRAGONS® *Rule Book* to resolve negotiations, applying the following bonuses as necessary:

+2 if PC is Neutral
+2 for every 10 gp the PC offers in advance

Room 5: Lawful Knights' Room

Before the PC enters this room, roll 1d10 and consult the following chart.

Roll 1d10	Result
1-3	Brion is here.
4-6	Erik is here.
7-8	Brion and Erik are both here.
9-10	No one is here; the door is locked.

This bedroom resembles your own, except that there are two beds. The decor is sparse, like yours.

This is the room of two male Lawful knights, Brion and Erik. They are here for the tournament, but also like a good adventure. Both knights believe in justice and fair play.

Brion and **Erik:** AC 2; F1; hp 6 each; MV 60′ (20′); #AT 1; THAC0 19; Dmg 1d8 (sword), 1d4 (dagger); Save as Fighter: 1; ML 12; AL L; XP 15; Treasure (see below).

Each has a purse with 10 gp. Brion has an *elven cloak*. Their invitations from the Black Knight are in the closet.

The Lawful knights may be persuaded to help the PC, though he must furnish proof of the Black Knight's hostile intentions (such as the letter from Stimdun and Renk's closet). The DM may use the Monster Reaction Table on page 17 of the *Rule Book* to resolve negotiations, applying the following bonuses as necessary:

+2 if PC is Lawful
−1 if PC is Chaotic
+1 for every 10 gp the PC offers in advance
+4 if PC supplies evidence of the Black Knight's intentions

Room 6: Storeroom

The door to this room is locked.

This tiny storeroom contains two backpacks, two flasks of oil, a small hammer, 12 iron spikes, a lantern, two large sacks, a tinderbox, and a wooden pole.

The wooden pole may be used as a staff.

Room 7: Grand Hallway

Both ends of this huge, torchlit hallway have a pair of heavy wooden doors. The walls are carved with reliefs of mounted warriors attacking an army of wizards. The warriors seem to be winning.

This is a good place to roll for wandering monsters.

Room 8: Guard Station

The door to this room is locked.

As the door swings open, you catch a whiff of foul water. The floor of this room is covered in sludge. Four lizard-like humanoids reach for their weapons and attack!

Lizard men (4): AC 5; HD 2 + 1; hp 12 each; MV 60′ (20′); #AT 1; THAC0 17; Dmg 1d6 + 1 (spear or club); Save as Fighter: 2; ML 12; AL N; XP 25; Treasure (see below).

These lizard men are Agryl's hired guards, and are armed with spears (1d6) and large clubs (1d6). They have orders to attack anyone who opens the door.

Room 9: Recreation Room

This room contains a dart board; a table with dice, two decks of cards, and four chairs; and a small area set apart with some practice mats and straw dummies.

This room can be a good site for a Wandering Monster encounter, or some role-playing with some of the other contestants.

The practice mats and dummies are used for sword practice. A PC can practice his swordplay here, fulfilling the requirement for gaining a level if he has enough experience points.

Room 10: Barracks

The odor of sweat assails you as you open the door. In this large room is a number of cots, from which nasty-looking humanoids snarl at you and begin to get up. They brandish their weapons and make threatening gestures at you. In the far corner is a large chest.

The room is home to a group of orcs and hobgoblins

hired by the Black Knight. You may roll 1d2 to decide which group is in the barracks. If the PC has at least two NPCs helping him, put both groups of humanoids in the room.

The monsters will not attack right away, rather they will wait to see what the PC does—after all, there are guests in the castle. In other words, the PC automatically wins initiative if he chooses to attack in the first round.

Orcs (4): AC 6; HD 1; hp 4 each; MV 90′ (30′); #AT 1; THAC0 19; Dmg 1d6 (hand axe); Save as Fighter: 1; ML 8; AL C; XP 10; Treasure 5 gp each.

Hobgoblins (3): AC 6; HD 1 + 1; hp 5 each; MV 90′ (30′); #AT 1; THAC0 18; Dmg 1d8 (sword); Save as Fighter: 1; ML 10; AL C: XP 15; Treasure 6 gp each.

If one of the monsters is questioned, it admits that the Black Knight hired the humanoids as raiding troops.

The unlocked chest contains 1,000 gp, four silver figurines worth 50 gp each, and a potion of healing. The PC realizes that the figurines belong to his village, and must have been stolen in the recent raid.

Room 11: Butler's Room

Before the PC enters the room, roll a 1d4. On a 1, Revit (if still alive) is inside, and the door is locked. On any other result, Revit is not there. This room doesn't smell much better than the barracks.

> The floor is carpeted, and a soft bed catches your eye. A large wooden wardrobe stands against the western wall, and a lit fireplace chases some chill and damp from the room.

Under the bed is a locked metal box. (Revit carries the key with him.) The box contains five diamonds worth 100 gp each, a *potion of healing,* and a *potion of giant strength.*

Room 12: Trap Room

The door to this room is not locked but stuck; the PC must force his way in. (See "Doors in the Dungeon" on page 21 of the *Rule Book.*)

> This room is an armory, with suits of armor, shields, and crossed swords lining the walls. The shield immediately to the left of the door catches your eye: it is solid red while the other shields bear the Black Knight's insignia. There is also something sticking out from the south wall. There is another door on the west wall.

This room contains two traps: two mechanical suits of armor and an armor golem. Pressing the red shield deactivates the suits of armor. If the PC does not press the shield, the first two suits of armor swing their axes at him. The PC must save vs. Death Ray or take 2d8 hit points. The suits can attack only once unless reset.

If the PC survives the suits of armor, he can deactivate the armor golem with the lever on the wall. The lever is up, which means that the armor golem can attack, but the suits of armor cannot attack again. When set midway, the lever resets the suits of armor (they return to their places) and deactivates the armor golem. When lowered, the lever resets the suits of armor and activates the golem.

The armor golem will attack intruders who touch the western door. If the PC makes it past the golem into Room 13, the golem remains in Room 12, waiting for him to return. The golem cannot be affected by *sleep* spells, but it can be harmed by nonmagical weapons.

Armor golem (1): AC 2; HD 4 + 1; hp 25; MV 60′ (20′); #AT 1; THAC0 17; Dmg 1d6; Save as Fighter: 4; ML 12; AL N; XP 125; Treasure nil.

If the armor golem is defeated, it collapses with a loud crash. If the PC spends 1d6 hours cleaning and repairing the pieces with the fluids in his room, he has a suit of human-sized *plate mail +1.* (The PC could also pay an armorer 500 gp to do the job.)

Room 13: Treasure Room

The door to this room is locked.

> Two jet black suits of armor stand in the far corners of this room, and the entire southern wall is covered in weapons. Five large wooden chests stand against the western wall, and a sack lies in the southeast corner.

This is the Black Knight's treasure room. The two suits of armor are *plate mail +1.* On the south wall are two *swords +1;* one *sword +1, +3 against undead;* one nonmagical sword; and two of every weapon listed on page 13 of the DUNGEONS & DRAGONS® *Rule Book;* one of the two daggers is a *dagger +1.*

The sack contains grain used to feed the cockatrice hidden in Chest 5.

All five chests are locked. A PC with thief skills must make a separate Find Traps or Remove Traps roll for each one. A PC without thief skills may not open any of the locked chests, only Chests 3 and 5.

Chest 1 is trapped with poison gas. The victim must make a saving throw vs. poison or take six hit points. On a success, the PC takes one hit point. The chest contains 500 gp.

Chest 2 is trapped with a blade which sweeps out, doing 1d6 hit points. If the PC saves vs. paralysis, he takes no damage. The chest contains 400 sp.

Chest 3 contains no trap. Inside are a *potion of healing,* a *potion of invisibility,* and a scroll of *protection from undead.*

Chest 4 delivers an electrical shock when opened. If the PC makes a saving throw vs. spell, he takes two hit points. If he fails, he takes 1d8 hit points. The chest contains a *bag of holding, rope of climbing,* and a *war hammer +1.*

Chest 5 is light enough to lift. Shaking the chest proves there is something in it, and the PC can see that the lid is not airtight. The chest contains a very angry cockatrice, which Agryl hopes will catch any greedy intruders.

Cockatrice (1): AC 6; HD 5; hp 20; MV 90′ (30′), Flying 180′ (60′); #AT 1 beak; THAC0 15; Dmg 1d6 + petrification; Save as Fighter: 5; ML 7; AL N; XP 425; Treasure nil. Any character hit by the cockatrice must save vs. turn to stone or be petrified.

If the PC is petrified by the cockatrice, he wakes up, unarmed and unequipped, in Room 19. (The Black Knight had Perin undo the petrification.) You must not tell the PC how much time has passed, but the tournament ended two days ago, and the whole focus of the adventure has changed to an escape attempt. (See "Concluding Play" on page 16.)

Room 14: Foyer

This is the beautiful main entrance to the Black Knight's castle. A chandelier with lit candles lights the room. The floor is a mosaic showing the Black Knight mounted, charging with his lance toward the viewer.

Thick oak and iron double doors in the southern wall lead outside, and there is a door on each of the other three walls.

Two guards, exceptionally ugly, animal-like humanoids, guard the door. They look at you arrogantly.

Normally, there are two orc guards posted at the main door. The guards have been ordered not to attack guests—unless the guests are carrying treasures from the castle, or if the guests are entering locked rooms. If an alarm has been raised, the number of guards at the door doubles. The doors to the outside are locked from within if the alarm has been raised.

Orcs (2 or 4): AC 6; HD 1; hp 4 each; MV 90′ (30′); #AT 1; THAC0 19; Dmg 1d6 (hand axe); Save as Fighter: 1; ML 8; AL C; XP 10; Treasure 5 gp each.

Room 15: Sitting Room

This room is very comfortable and pleasant. A thick, colorful rug and several comfortable chairs are set near a roaring fire. Two small tables, each with a golden candlestick holding a lit candle, flank an overstuffed divan. On a low table in front of the divan is a silver tray with delicious appetizers, as well as a silver carafe of wine with eight silver goblets.

This is the room where guests are entertained. If you wish, any of the six knights may be here. For a random result, roll 1d10 and consult the following table. The population of the guest room remains the same for six turns.

Roll 1d10	Guests
1-3	None
4	1d2 Chaotic Knights
5	1d2 Neutral Knights
6	1d2 Lawful Knights
7	2-4 Chaotic and Neutral Knights
8	2-4 Chaotic and Lawful Knights
9	2-4 Lawful and Neutral Knights
10	All six Knights

Guests in this room are expected to behave peacefully.

Room 16: Evil Shrine

The door to this room is made of iron, and is locked.

If the PC already dealt with Perin as a wandering monster, just read the first two paragraphs of the boxed text.

The room is dimly lit by a lantern with a red shade over it. The air smells of burnt incense. On the south wall is a tapestry showing a priest smiting a group of wizards.

An altar stands against the eastern wall. Above it sits a statue made of black stone, and carved into the shape of a dragon-like beast.

A man clad in clerical garb looks at you and hisses, "Intruder! Fool! That was the last mistake you will ever make!"

The cleric is Perin, the evil advisor to Agryl. Perin attacks anyone entering this room, and will alert the Black Knight to the intrusion.

Perin: AC 5; C5; hp 15; MV 90′ (30′); #AT 1; THAC0 17; Dmg 1d6 (mace); Save as Cleric 5; ML 10; AL C; XP 300; Spells (first level): *cause light wounds, fear;* (second level): *blight, hold person.*

Perin wears chain mail armor, carries a mace, and has a purse with 50 gp. He knows that Agryl is the son of the Black Knight, who died a few months ago.

Room 17: The Black Knight's Room

The door to this room is locked.

This door is made of iron. A helmed warrior's face is carved at eye level.

To open the door, the PC must press the lips of the carved face. When pressed, the lips click, and the door unlocks.

There is a cumulative 10% chance each turn that the Black Knight will enter this room. For example, during the second turn, there is 10% chance that the Black Knight appears; during the third turn, there is a 20% chance, and so on.

This room is very luxurious, with expensive carpeting, a silver chandelier, a tapestry on the east wall, a wardrobe on the west wall, a four-poster bed covered with quilts—and a young, attractive woman sitting on the floor, looking at you defiantly.

The young woman, Adrianna, is from the PC's village. Adrianna was kidnapped in a raid on the village just yesterday. She recognizes the PC after a moment, and is very glad to see him, as she assumes he will rescue her. Adrianna is calm and rational, with a keen mind and strong curiosity; it takes a lot to scare her.

Adrianna is also a magic-user (although she has kept this a secret) so she can help in a fight. She will stay to the rear, but if the PC is in grave danger, she will charge into the fray. She will also use a dagger (1d4) if the PC gives her one.

Since she has often been blindfolded, Adrianna has never seen the Black Knight use the secret door. If the PC asks if she's heard anything unusual, she has heard stone grating on stone when the Black Knight was in the room.

Adrianna: AC 10; M2; hp 7; MV 120′ (40′); #AT 1; THAC0 19; Dmg 1d4 (dagger); Save as Magic-User 2; ML 10; AL L; Treasure: nil. Spells (first level): *magic missile, sleep.*

The tapestry shows the Black Knight, clad in black armor, standing with a young boy who resembles him. The tapestry hides the secret door that leads to the rest of the east wing.

This locked wardrobe (Revit has the key) contains three suits of clothing worth 50 gp each, an extra set of keys that open every door, and a diary. For every turn spent reading the diary, the PC learns one of the following facts, in this order:

- The Black Knight died three months ago and is buried in the family crypt in the eastern end of the castle. Agryl, his son, has assumed his father's role.
- Agryl has taken Perin in as an advisor. Agryl hopes to restore his father's estate to its former glory. Agryl has hired henchmen whom he ordered to raid merchant caravans.
- Perin advises Agryl that older people in the nearby village (where the PC comes from) may remember the way his father worked. Agryl ordered raids on the village, hoping to take someone who can answer his questions.
- Two weeks ago, an old woman was captured. She is held in a cell in the castle, and has reluctantly answered some questions. She stated that the Black Knight would hold tournaments to find the best knights, then persuade them to join him. Agryl has decided to hold such a tournament.
- Several days ago, Agryl was riding near the village when he came upon Adrianna. He offered to make her his lady; when she refused, he sent a raiding party to kidnap her.

Room 18: Secret Hall

This hall appears to have been made of stone far older than the western part of the castle. It is unlit.

Room 19: Empty Cells

These two rooms are exactly alike. Both doors are locked.

> Straw covers the stone floor of this room. This room is bare except for iron rings in the walls and a bare wooden cot.

Room 20: Gertie

> Lying on a wooden cot is Gertie, the old woman from your village. The Black Knight did not chain her, and, aside from looking tired and hungry, she does not seem mistreated.

If she is freed, Gertie recognizes the PC.

> "Ah, yes! I know you! I remember seeing you around the village when you were a small child. I never thought you would amount to much, but it looks like I was wrong! I can see you've come to rescue me, so what are you waiting for, child? Let's be out of here!"

Gertie will continually nag, criticize, offer unwanted advice, and make random observations which have no bearing on the matter at hand. This is a good opportunity for you to role-play.

Gertie: AC 10; HD 1; hp 2; MV 90′ (30′); #AT 1; THAC0 20; Dmg see below; Save as Normal Man; ML 5; AL L; Treasure nil.

Gertie has no combat skills, and will not wield a sharp weapon. She will defend herself with a staff (1d6) or club (1d4) if things look bleak.

If the PC rescues both women, Gertie follows the PC and Adrianna will bring up the rear.

Room 21: More Lizard Men!

> This room smells like a swamp, and the air is cold and clammy. The floor is knee deep in slippery brownish-green slime, which also drips from the walls. Four steps descend from the door into the room.
>
> By the dim, phosphorescent glow, you can barely make out four steps to your left, as well as muddy footprints going to the middle of the east wall.

There are four lizard men relaxing in the muck in this

room, wishing they were back in their home in the swamp. As soon as the PC steps into the mire, all four rise up and attack.

Lizard men (4): AC 5; HD 2 + 1; hp 12 each; MV 60′ (20′); #AT 1; THAC0 17; Dmg 1d6 + 1 (spear or large club); Save as Fighter: 2; ML 12; AL N; XP 25; Treasure nil.

Room 22: Lizard Man Shaman

The secret door to Room 22 can be found easily. It is not locked, but is stuck and must be forced (see "Doors in the Dungeon" on page 21 of the *Rule Book*.)

This room smells just as foul as the previous room, and the same muck covers the floor. An altar of bones is stacked against the southeast corner.

The lizard man shaman dwells here. The Black Knight made an agreement for the lizard men's service with him. The shaman keeps the lizard men obedient, and makes sure that the undead in Room 23 do not crawl from their crypt.

Atop the altar are the bodies of some small swamp-dwelling animals and a piece of quartz worth 20 gp. The altar hides a leather bag with 500 sp: the Black Knight's pay for the lizard men's services. (Some of this money has already been given to the lizard men in Room 9.)

Lizard man shaman: AC 5; HD 2 + 1; hp 12; MV 60′ (20′); #AT 1; THAC0 17; Dmg 1d4 + 1 (club); Save as Cleric: 3; ML 12; AL N; XP 35; Treasure: small sack with a 50 gp pearl and a *scroll of protection from undead*. Spells (first level): *cure light wounds, cause light wounds*.

The lizard man priest has a club and his holy symbol. Since he speaks a hissing Common, he may be interrogated.

Room 23: Crypt

The door to this room is locked.

Though you have left the mire of the last room behind you, the air here is chilly and damp. Two rows of stone coffins with carved lids line the chamber. At the far end of the room stand five statues of armored men with swords.

As soon as the PC either walks 10 feet into the crypt or touches the first coffin, the south door slams shut. (If the door was spiked open, the spikes are knocked out.)

The door slams shut with a loud boom. A chilly wind begins to blow. The sound of stones grating fill the crypt, as lids slide off many sarcophagi. Things that were once human begin climbing out and heading towards you.

There are ten coffins in the crypt. Two skeletons and three zombies make up the attack party. The five remaining coffins merely contain the bones and rags of the decayed dead.

Skeletons (2): AC 7; HD 1; hp 3 each; MV 60′ (20′); #AT 1; THAC0 19; Dmg 1d6 (short sword); Save as Fighter: 1; ML 12; AL C; XP 10; Treasure nil.

Zombies (3): AC 8; HD 2; hp 10 each; MV 90′ (30′); #AT 1; THAC0 18; Dmg 1d6 (hand axe); Save as Fighter: 2; ML 12; AL C; XP 20; Treasure nil. Zombies always lose initiative.

The statues against the northern wall are not dangerous. Touching the middle statue opens a secret door leading to the tomb of the Black Knight.

Room 24: Tomb of the Black Knight

Though this chamber is clearly another crypt, there is a sense of power and regality here. Only one sarcophagus of jet black stone is here. The lid is carved into the perfect likeness of the Black Knight. A tapestry behind the coffin depicts the Black Knight mounted, leading other mounted knights in a charge against an army of wizards.

Neither the lizard men nor the undead from Room 23 ever enters this room. If the PC lingers here for more than one turn, read the following:

A chill wind begins to blow, swirling dust and ashes from the floor into a human shape. In the space of a few heartbeats, the whirling dust becomes an armored knight who points an armored gauntlet at you.

Wait for a reaction from the player. The apparition cannot harm the PC, but advances menacingly. The coffin lid is very heavy; treat it as a stuck door. Once it is opened, continue reading.

The sarcophagus contains the well-preserved body of an old man clad in black armor. A metal shield with a family crest lies atop the corpse's left arm, and the right hand still grips a black-hilted sword.

The apparition advances towards you and begins to howl.

You may decide that the ghost's howling brings Agryl in 1d6 rounds.

If the PC asks, he will realize that the crest on the shield is the same as the crest on the Black Knight's armor.

The armor is *plate +1* and the weapon is a *sword +3*. If the PC sprinkles holy water on the corpse, the ghost is banished; give the PC 500 experience points.

NPC AND MONSTER TABLE

Character	AC	HD or Level	hp	MV	#AT	THAC0	Dmg	Save As	ML	AL	XP	Room
Agryl the Black Knight	0	4	28	60′ (20′)	1	17	1d8+2, 1d4+2*	F4	12	C	200	Joust, 17
Revit the Butler	6	1	6	120′ (40′)	20	1d4	NM	8	C	5	—	Space "C", 11
Perin	5	5	15	90′ (30′)	1	17	1d6	C5	10	C	300	16
Adrianna	10	2	7	120′ (40′)	1	19	1d4	M2	10	L	—	17
Gertie	10	1	2	90′ (30′)	1	20	1d4 or 1d6	NM	5	L	—	20
Stimdum, Chaotic Knight	2	1	8	60′ (20′)	1	19	1d8, 1d4	F1	12	C	15	3, 15
Renk, Chaotic Knight	2	1	8	60′ (20′)	1	19	1d8, 1d4	F1	12	C	15	3, 15
Rianna, Neutral Knight	2	1	6	60′ (20′)	1	19	1d8, 1d4	F1	12	N	15	4, 15
Taris, Neutral Knight	2	1	6	60′ (20′)	1	19	1d8, 1d4	F1	12	N	15	4, 15
Erik, Lawful Knight	2	1	6	60′ (20′)	1	19	1d8, 1d4	F1	12	L	15	5, 15
Brion, Lawful Knight	2	1	6	60′ (20′)	1	19	1d8, 1d4	F1	12	L	15	5, 15
Lizard Man	5	2+1	12	60′ (20′)	1	17	1d6+1	F2	12	N	25	8, 21
Lizard Man Shaman	5	2+1	12	60′ (20′)	1	17	1d4+1	C3	12	N	35	22
Orc	6	1	4	90′ (30′)	1	19	1d6	F1	8	C	10	10,14
Hobgoblin	6	1+1	5	90′ (30′)	1	18	1d8	F1	10	10	15	10
Armor Golem	2	4+1	25	60′ (20′)	1	17	1d6	F4	12	N	125	12
Cockatrice	6	5	20	(90′ (30′) fly 180′ (60′)	1	15	1d6 petrification**	F5	7	N	425	13
Skeleton	7	1	3	60′ (20′)	1	19	1d6	F1	12	C	10	23
Zombie	8	2	10	90′ (30′)	1***	18	1d6	F2	12	C	20	23
Ogre	5	4+1	19	90′ (30′)	1	15	1d6+2	F4	10	C	125	Wandering
Wolf	7	2+2	10	180′ (60′)	1	17	1d6	F1	6	N	25	Wandering

* 1d10 + 2 when jousting
** Save vs. turn to stone or be petrified. *** Always loses initiative.

Handling Prisoners

If the PC gives in to an urge to explore the castle, safeguarding the rescued prisoners may be too much for the DM and the player to keep track of. In this case, the Lawful Knights will guard them until the PC is ready to leave.

Rescuing the Prisoners

If the PC rescues Gertie and Adrianna before being captured or jousting with the Black Knight, he's going to have to take steps to make sure he can leave with them. The PC would do well to challenge the Black Knight to a joust for his and the prisoners' freedom. Despite his Chaotic nature, the young Black Knight has a strong sense of honor, and will almost certainly agree. If the PC loses, though....

Captured!

If the PC is discovered in the act of violating castle rules or loses the fight with the Black Knight, he may be imprisoned. If this happens, the PC must use his wits to escape the keep.

The PC may be able to exploit Agryl's code of honor by talking him into a rematch, on the condition that the PC goes free—perhaps with the prisoners—if he wins. The PC may wish to point out that the powerful Black Knight should have nothing to fear from a young warrior who only wants to win his freedom.

If the PC cannot persuade the Black Knight to grant a rematch, he must escape by stealth. If he's lucky, he may be able to overpower his jailer at feeding time, grab the keys, get his equipment and prisoners, and evade capture as he sneaks stealthily out of the keep....

Success!

For each prisoner rescued, the PC earns 200 experience points. The PC must return each woman to the village *alive* to earn the reward.

As usual, the PC earns the listed experience points for finding treasure. If the PC offers to give some of his take to the village, you may reward him with one additional experience point per two gold pieces, to a maximum of 1,000 experience points (2,000 gp). Do *not* tell the PC about this reward until after he has decided to give make the gift, and has stated exactly how much he will give.

Beyond the Adventure

If the PC loses to the Black Knight, he has a powerful enemy to aspire to defeat. The Black Knight has proven himself a powerful warrior, and as his influence grows, he orders more raids on caravans and villagers—many of which would like to hire a strong adventurer as a guard.

If the PC vanquishes the Black Knight, he may be interested in exploring the surrounding swamp. Many creatures living in the swamp have heard tales of the Black Knight's prowess. If any creatures see the PC with the Black Knight's distinctive armor or shield, they will attack immediately, hoping to take the goods for themselves.

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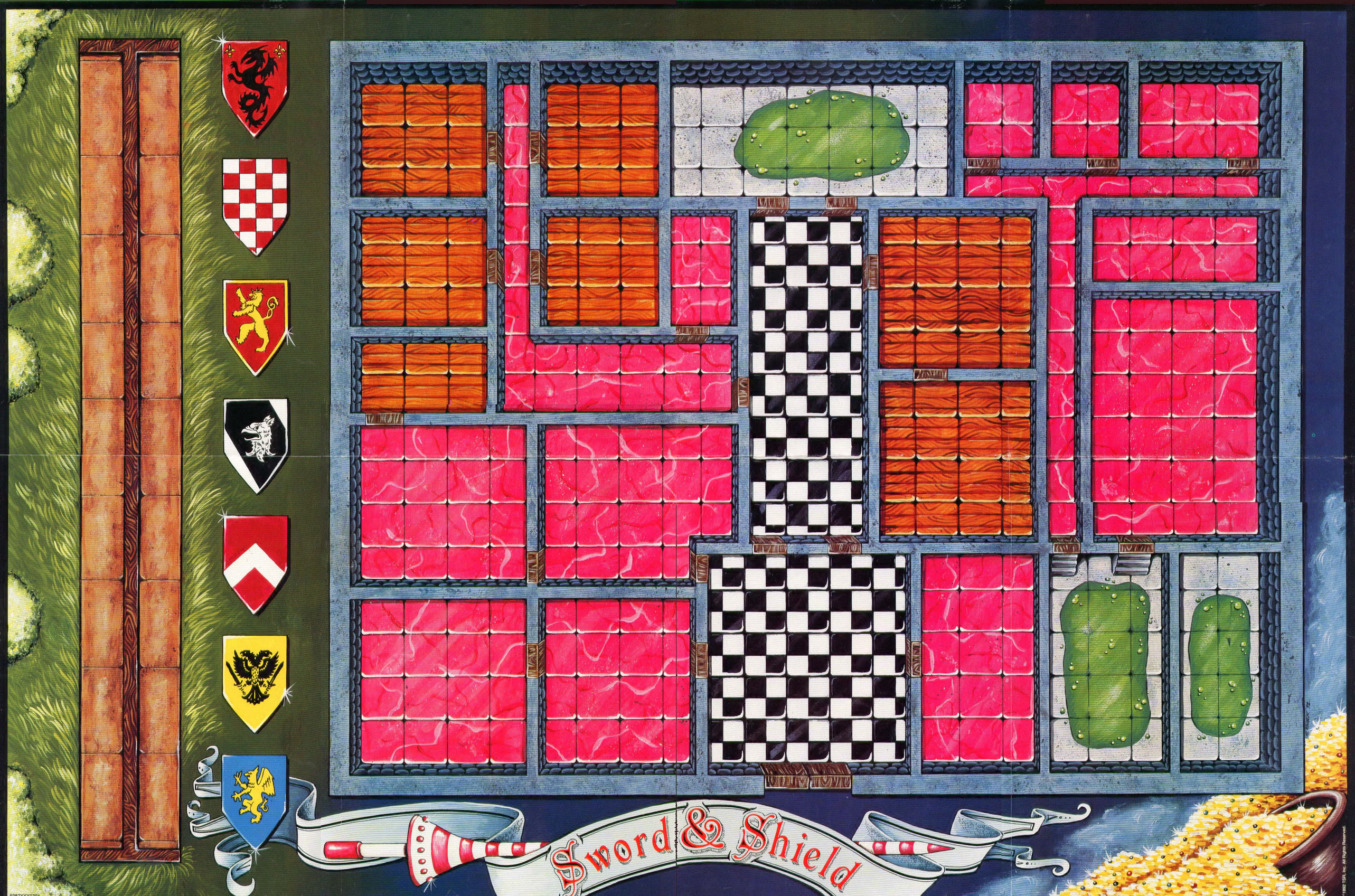

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Dungeons & Dragons®

Official Game Adventure

Jack D. Knight

Sword and Shield

by John Terra

HEAR YE, HERE YE!
THE BLACK KNIGHT WILL HOST
A TOURNAMENT CHALLENGE!

The Black Knight is a mighty warrior. Even though he acts a lot like a bandit, they say he keeps his word. The Black Knight usually raids local towns, but now he is sending out invitations. He offers a tournament, a contest of honor, to all comers.

But why would the Black Knight hold a contest? Maybe something more is going on. There is only one way to find out!

This module is the first entry-level adventure written especially for a DUNGEON MASTER™ and a single player.

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- A large map sheet and stand-up figures are provided
- Special rules and game pieces for jousting are included
- Only the DUNGEONS & DRAGONS® Game Box is needed to play this adventure
- Can be used with several other adventures and accessories based in **Thunder Rift**, or it can stand alone

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